Calculator Instructions – CLASS copy

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| **a) To graph the function**   1. Press Y= . 2. Type the function and press ENTER .      1. Press GRAPH . | |  | | |
| **b) To see a table of the function**   1. Get to the TABLE by pressing 2ND then GRAPH .      1. Scroll through the table by using the up and down arrow keys. 2. According to this table, the part of the graph that interests us is approximately and . Adjust the domain shown in the graph by pressing WINDOW and changing the values for xmin, xmax, ymin, and ymax. | |  | | |
| **c) To find the height after a specified amount of time;**  Find using TRACE   1. Press TRACE .      1. Move along the function using the left and right arrow keys *or* enter the value that interests you and press ENTER .     X = 2.5 |  | | |
| **d) Determine the height of the object at 1, 2, 6, and π seconds using TRACE.**  **e) To find a root of the function**   1. Get to the CALCULATE menu by pressing 2ND then TRACE .      1. Choose zero from the list by pressing 2 .      1. For the left bound, choose any number that you know to be *less than* the root. For example, 3. Then press ENTER .      1. For the right bound, choose any number that you know to be *greater than* the root. For example, 4. Then press ENTER .      1. For the guess, press ENTER one final time. | | |  | | |
| **f) To find the vertex of the parabola**   1. Get to the CALCULATE menu by pressing 2ND then TRACE .      1. Choose maximum from the list by pressing 4 .      1. For the left bound, choose any number that you know to be *less than* the x-value of the vertex. For example, 0.5. Then press ENTER      1. For the right bound, choose any number that you know to be *greater than* the root. For example, 4. Then press ENTER .     X = 4   1. For the guess, choose any number that is close to the root. For example, 2. Then press ENTER | | |  | | |

